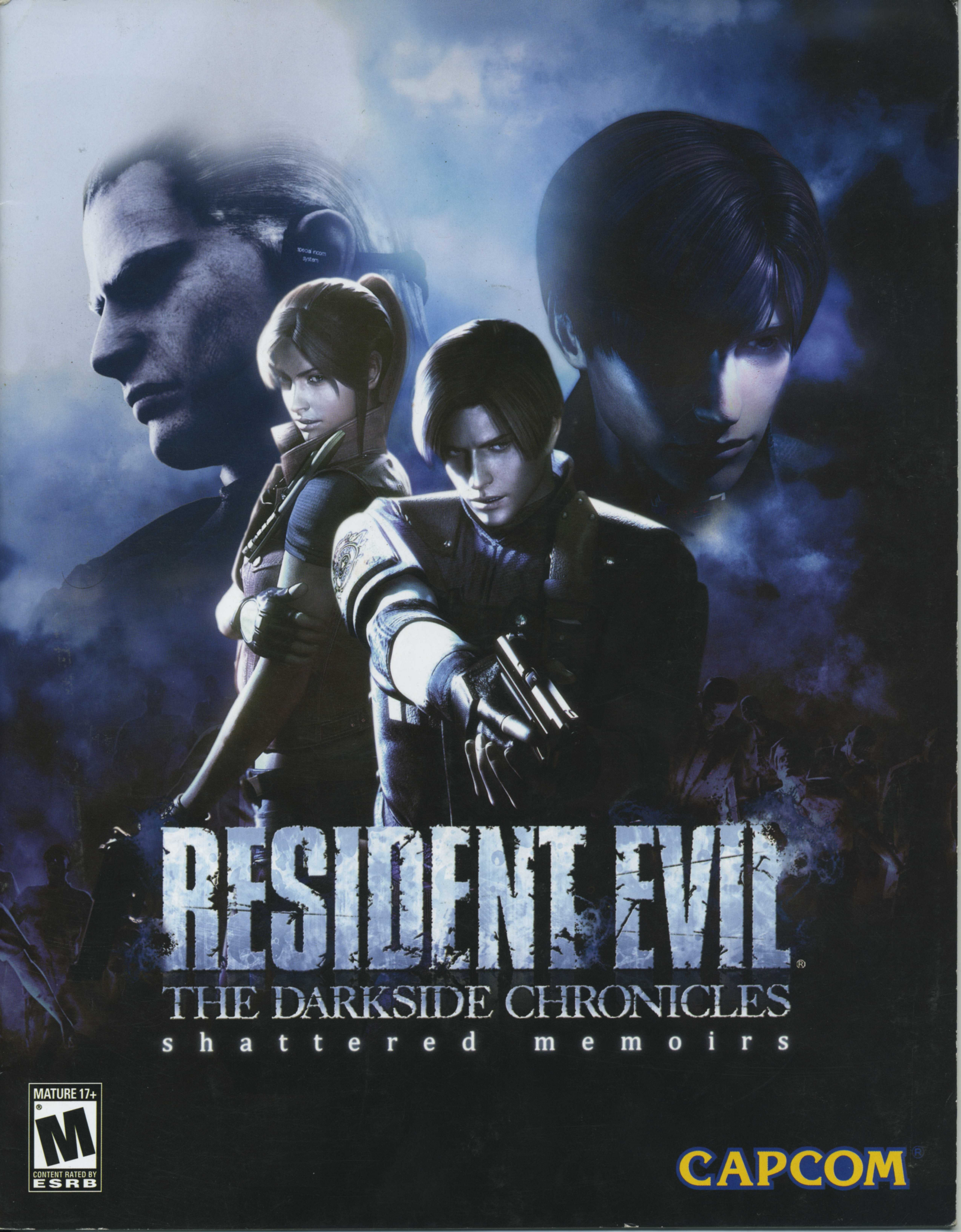
RESIDENT EVIL®
THE DARKSIDE CHRONICLES
shattered memoirs
MATURE 17+
M
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Blood and Gore
Intense Violence
Language

ESRB CONTENT RATING www.esrb.org

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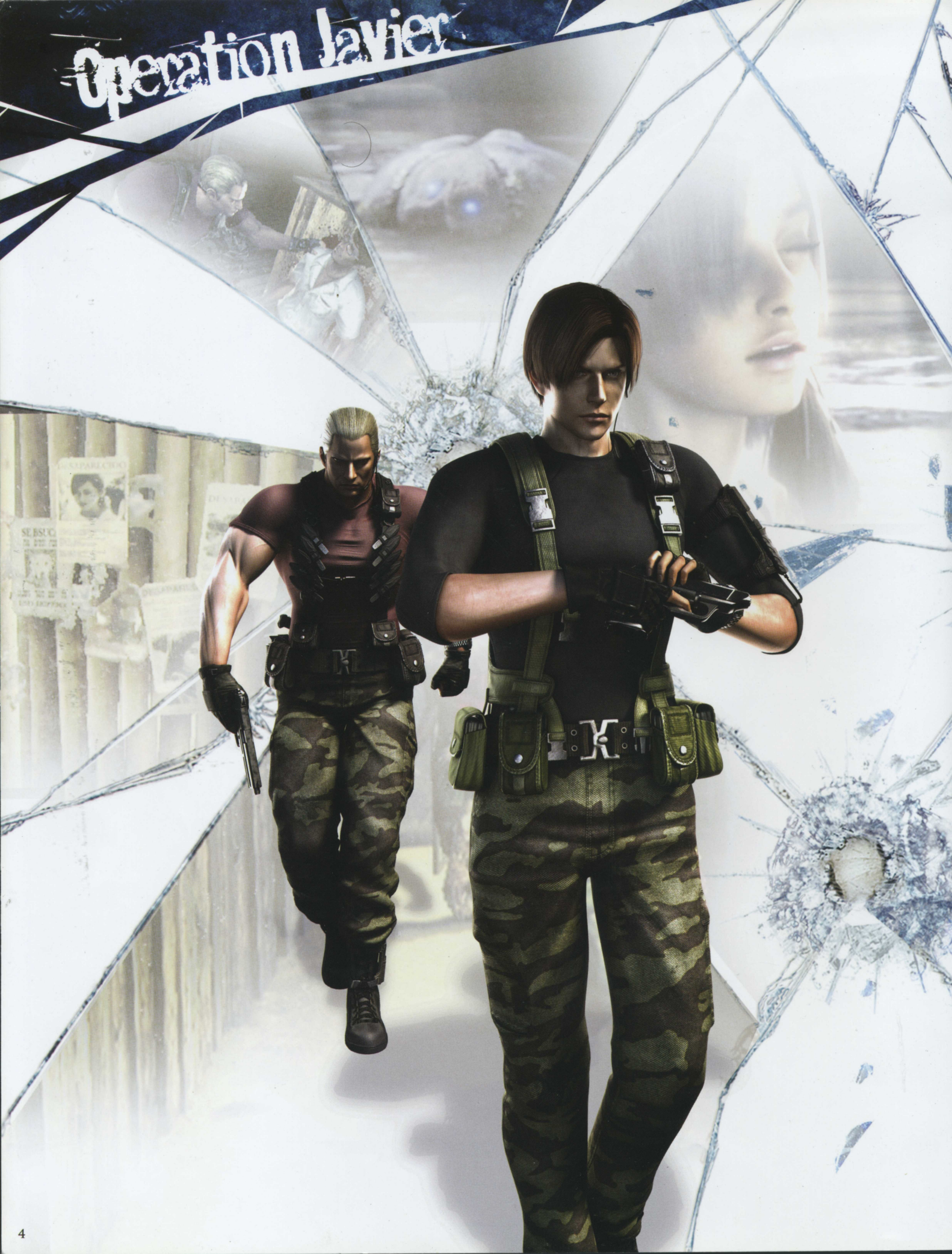
Operation Javier



JACK KRAUSER

"It smells like...like a battlefield. Yeah. Like death."

AGE: 26
GENDER: MALE
HEIGHT: N/A
WEIGHT: N/A
BLOOD TYPE: O
WEAPON OF CHOICE: BOWGUN

Jack Krauser is as experienced in combat as he looks. The U.S. Special Operations Command soldier's skill in battle is unparalleled, even within the elite Special Forces unit. This is the very reason the U.S. government chose Jack as Leon S. Kennedy's support for Operation Javier.

Yet with all of his years of military training, nothing could prepare him for his first experience with B.O.W.s. Prior to the mission, Jack was skeptical of the existence of the zombie and infected creatures. That all changed as soon as he and Leon reached the South American village.

Jack is a devoted soldier who fully understands the chain of command and readily accepts the assignments and orders given to him. His appearance can fool others into thinking he is nothing more than a gruff lone wolf, but Jack knows how to work as a team and greatly respects others that are as committed to the mission as he is.

Leon Scott Kennedy became a key member of a special top-secret government agency after surviving the incident of Raccoon City. The former member of the Raccoon City Police Department was only able to fulfill one day of duty after graduating from the police academy. Still, his academy training, along with his own natural combat abilities, was enough to keep him alive through his first encounter with B.O.W.s.

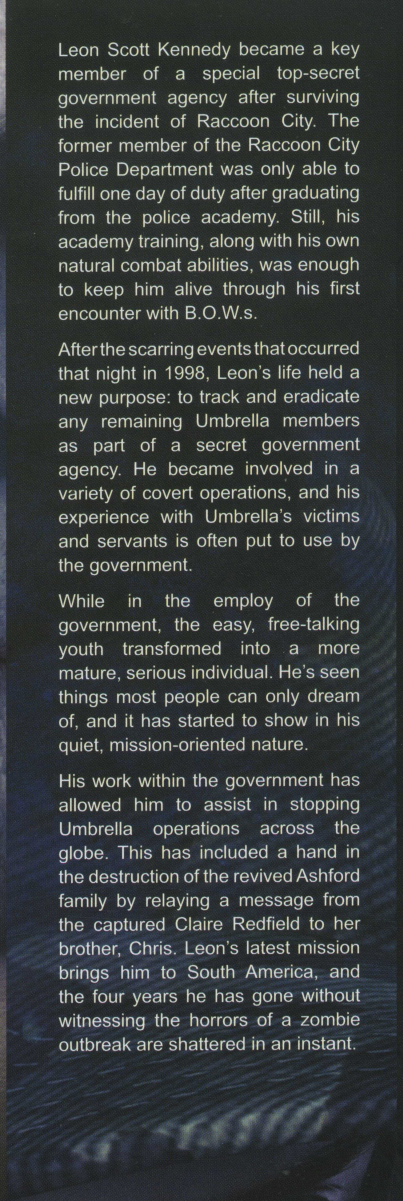
After the scarring events that occurred that night in 1998, Leon's life held a new purpose: to track and eradicate any remaining Umbrella members as part of a secret government agency. He became involved in a variety of covert operations, and his experience with Umbrella's victims and servants is often put to use by the government.

While in the employ of the government, the easy, free-talking youth transformed into a more mature, serious individual. He's seen things most people can only dream of, and it has started to show in his quiet, mission-oriented nature.

His work within the government has allowed him to assist in stopping Umbrella operations across the globe. This has included a hand in the destruction of the revived Ashford family by relaying a message from the captured Claire Redfield to her brother, Chris. Leon's latest mission brings him to South America, and the four years he has gone without witnessing the horrors of a zombie outbreak are shattered in an instant.

"You must do as we say, no matter what."

LEON S. KENNEDY



AGE: 25
GENDER: MALE
HEIGHT: 5'10"
WEIGHT: 155LBS
BLOOD TYPE: A
WEAPON OF CHOICE: MAGNUM

OPERATION JAVIER 2002

Top-secret government agency personnel Leon S. Kennedy begins his first mission with Jack Krauser, a U.S. Special Forces agent. They are assigned to a small country in South America in search of Javier Hidalgo, leader of the Sacred Snakes, an infamous organization within the local underworld. Evidence points to their involvement in drugs, organ trafficking, and other such illegal activities. Javier has been missing ever since a rumored meeting with an American Umbrella researcher.

Umbrella...the pharmaceutical corporation that had first unleashed the T-virus crumbled after the Raccoon City incident six years ago. It's been years since any incident involving B.O.W.s (Bio-organic Weapons) has been reported.

As Leon and Jack reach the designated village, a radio announcement regarding the recent kidnapping of 50 teenage girls begins to play. The streets seem empty, but the locals quickly make themselves known, and all of them are zombies. Leon and Jack find their assigned regional guide, but he's in critical condition. Before passing, he tells them about a girl who escaped from Javier's mansion and the devils she brought to the village.

If Leon and Jack hope to reach Javier, they'll have to find this girl. They track her to a nearby church where she is heard singing, a B.O.W. by her side. As soon as she stops, the B.O.W. attacks. The horrors of Raccoon City resurface as Leon once again comes face to face with terror.

MEMORY OF A LOST CITY 9/1998

Leon S. Kennedy first encountered the results of Umbrella's virus in Raccoon City. The small city was just a speck on the map; a quiet city in the Midwest that never got much in the way of visitors. It was fully sustained by the Umbrella pharmaceutical corporation.

One day, rumors of bizarre incidents occurring in Raccoon City began to circulate. It was two months after Leon first heard the rumors that he entered the city. That was September 1998, and it would be his first and last day as a police officer.

Leon arrived late for his shift and found the city in chaos. Zombies roamed the streets, attacking anything with a vicious determination. There was confusion and uncertainty. How was he going to get out of here alive? That's when he met Claire Redfield, another survivor who was looking for her brother, S.T.A.R.S. member Chris Redfield. An unlikely team was formed as the two strived to live through the nightmare they were experiencing.

Leon led them toward the Raccoon City Police Department, but this was far from the safe haven the two anticipated. They found only more horror and devastation. The lone survivor in the station was a small girl, and Leon and Claire were determined to help her escape the madness. But the girl was in deeper than anyone could have guessed; within her very being were the secrets to the zombie outbreak.

LEON S. KENNEDY

"I can't do this alone."

AGE: 21
GENDER: MALE
HEIGHT: 5'10"
WEIGHT: 155LBS
BLOOD TYPE: A
WEAPON OF CHOICE: SHOTGUN

Leon Scott Kennedy, a recent police academy graduate, always had a strong sense of justice. Although he had no real experience on the field, his energy and passion to protect others made him a great prospect. Post-graduation, he requested to be transferred to Raccoon City after hearing rumors of bizarre murders in and around the city.

On his first day of duty, the rookie police officer made a rookie mistake and overslept. Leon didn't arrive in Raccoon City until after sunset. What he saw was a scene from Hell. The rookie immediately encountered a wall of zombies ready to feast on his flesh. His training wasn't able to prepare him for anything like this, yet he still pulled out his gun and fired.

There isn't much beyond a horde of moving corpses that can frighten Leon. But that is only one of his strengths. Although barely 21, Leon's control and combat abilities are like those of someone much older and more experienced. He can handle a wide variety of weapons with ease, and isn't afraid to place himself in harm's way to protect anyone. He does everything to help others, but can't help but get annoyed when others don't follow orders he feels are in their best interest.

Just two months prior to her journey to Raccoon City, Claire Redfield was an average energetic college student with a love for motorcycles. Once she entered the city limits, she said farewell to her average existence. The streets were lined with zombies and Claire could quickly see she was in over her head, but she could not give up.

The reason for her trip was to investigate the disappearance of her brother, Chris Redfield. He was a member of the Special Forces unit known as S.T.A.R.S. and had been missing for two worry-filled months. Claire loved and respected her brother; so her investigation into his disappearance was natural.

Although a civilian, Claire is very skilled in knife combat, firearms, and lock picking. Her brother taught her everything she knows and would often lecture her on the proper technique and usage of a variety of weapons. Her knife, a standard S.T.A.R.S. issued blade, was also a gift from Chris.

She has a soft spot for children and family, coming from a close relationship with her own brother. And like Chris, Claire is spirited, ambitious, and determined to complete her goals.

"We're not the only ones left alive, are we?"

CLAIRE REDFIELD

AGE: 19
GENDER: FEMALE
HEIGHT: 5'6"
WEIGHT: 116LBS
BLOOD TYPE: O
WEAPON OF CHOICE: BOWGUN

Memory of a Lost City

Game of Oblivion

STEVE BURNSIDE

"Great, now I've got to deal with this girl's power trip on top of everything else."

AGE: 17
GENDER: MALE
HEIGHT: 5'8"
WEIGHT: 143LBS
BLOOD TYPE: AB
WEAPON OF CHOICE: SUBMACHINE GUN

Steve Burnside, Rockfort Prisoner 0267, was sent to the island detention facility several months before Claire Redfield. His crime was being the son of an Umbrella traitor, and for that he was condemned to share his father's fate. Steve is a resentful and rebellious youth, wanting only to be free to live his own life, alone.

Steve has spent his days in confinement in an ever growing depression, wasting away his youth on a solitary island. When chaos struck Rockfort, Steve was ready to use the confusion to make his escape. He may have suspected there would be some resistance, but a horde of zombies was beyond his calculations. He was confused and angry. That's when he met another prisoner, Claire.

Steve is cocky and reckless. He has his own ideas, his own way of thinking, and his own sense of justice, and he'll be damned if he is going to listen to anyone else. But he still continues with Claire since she seems to know what's going on. Although their personalities often clashed in the beginning of their partnership, they continued together. In the end, Steve is a good-hearted kid who was mistreated and is starved for love and affection.

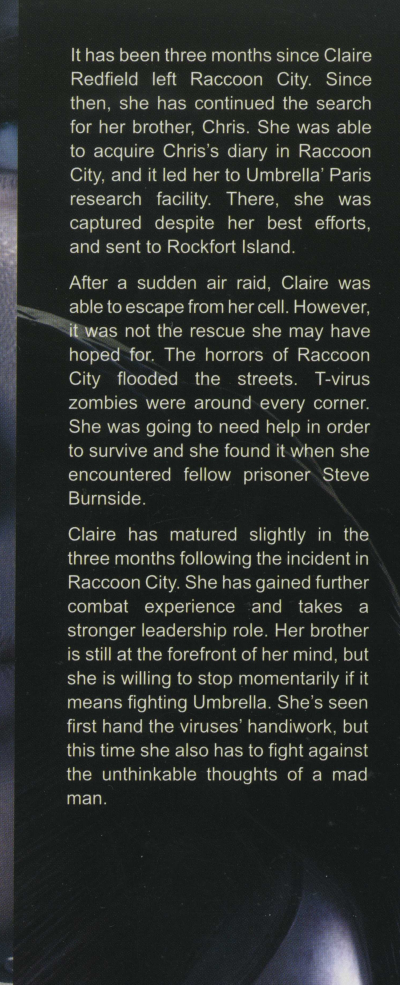
It has been three months since Claire Redfield left Raccoon City. Since then, she has continued the search for her brother, Chris. She was able to acquire Chris's diary in Raccoon City, and it led her to Umbrella' Paris research facility. There, she was captured despite her best efforts, and sent to Rockfort Island.

After a sudden air raid, Claire was able to escape from her cell. However, it was not the rescue she may have hoped for. The horrors of Raccoon City flooded the streets. T-virus zombies were around every corner. She was going to need help in order to survive and she found it when she encountered fellow prisoner Steve Burnside.

Claire has matured slightly in the three months following the incident in Raccoon City. She has gained further combat experience and takes a stronger leadership role. Her brother is still at the forefront of her mind, but she is willing to stop momentarily if it means fighting Umbrella. She's seen first hand the viruses' handiwork, but this time she also has to fight against the unthinkable thoughts of a mad man.

"Look...you've got two choices here, kill or be killed. it's your call."

CLAIRE REDFIELD



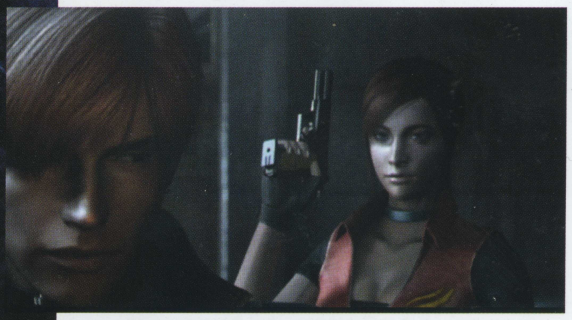
AGE: 19
GENDER: FEMALE
HEIGHT: 5'6"
WEIGHT: 116LBS
BLOOD TYPE: O
WEAPON OF CHOICE: GRENADE LAUNCHER

GAME OF 12/1998 OBLIVION

The Ashford family were wealthy, greedy aristocrats who spearheaded the founding of the Umbrella Corporation. The family pioneered the Veronica virus project, a mysterious undertaking that never came to full fruition after the disappearance of the project leader, Alexander Ashford, and the death of his young promising daughter, Alexia. Over the next 15 years, the Ashford family lost its lineage and dominance as the corrupted Umbrella came into power. Alexia's brother, Alfred, was the last of the Ashford line, and he was demoted to a mere supervisor for a private detention facility in the South Seas. There he was alone, reining over Rockfort Island and gaining pleasure from using the prisoners as his playthings.

Claire Redfield was sent to this terrible island after being captured while looking for clues about her missing brother in an Umbrella facility in Europe. She had only been on Rockfort for a short while before chaos desended. An air raid struck the massive research facility and detention center, destroying many of the inhabitants and releasing T-virus zombies.

Another prisoner, Steve Burnside, also survives the attack and is at a loss for words at the waves of walking dead. He teams up with Claire and together they move through the island, working toward their escape and striving to avoid the terrors the last remaining Ashford has in store for them.



THE DARKNESS INSIDE US

Our greatest mistake as humans is thinking only evil men do evil deeds. Within all of us, lingering below the surface, resides the darkside: the potential to become what we are fighting. It haunts us, fueled by sights you wish had never passed before your eyes, actions you wish were never taken, and memories you wish you could shatter into a thousand pieces.

But the memories stay, and although they are always there, waiting, preying on your sanity, those very memories are what will save you in the end. Remember the lessons of the past and the horror committed in Raccoon City, Rockfort Prison, and Antarctica. They are the only clues you have of surviving the familiar terror you once again encounter, this time in a small village in South America.

Over the course of your journeys, you strive to survive through three chronicles: Operation Javier, where you begin in South America, Memories of a Lost City, where you reflect on the events that occurred in Raccoon City during Resident Evil 2, and Game of Oblivion, where the tale of Claire Redfield and Steve Burnside is revealed from Resident Evil Code: Veronica. After you have progressed through your first chapter in Operation Javier, Memories of a Lost City is unlocked. After reflecting on the past, you return to Operation Javier briefly before moving on to Game of Oblivion. Once all the lessons of the past have been absorbed, the final stages of Operation Javier begin.

Chronicles that have a new chapter available are marked with a "NEW" icon within the Chronicles Menu. All completed chapters can be revisited for further understanding and reflection. After selecting a chapter, you are allowed to organize your weapon inventory before beginning. The first time you select a chronicle, you may choose to become one of two characters. Choose wisely; you cannot change your character until you choose to replay a chapter.

Though the memories of the past may be hard to bear, you must not turn away. Good luck.

WEAPON INFORMATION

The ammo count for your current weapon, as well as the amount of rounds in the gun, are shown on the top left of the screen, below your character's health. If you are playing cooperatively, the second player's weapon information is displayed on the top right, directly below his or her character's health. When a weapon's clip has depleted its munitions, you must reload. Reload time varies from weapon to weapon. Be sure you have given yourself enough time to fully restock your clip.

CHARACTER INFORMATION & SCORE

Character information is displayed at the top right and left of the screen. The name and health bar for both characters are presented even if there is only one player. In single player mode, you are still responsible for the health of both characters; they will not use recovery items on their own. Watch their back to ensure they continue to watch yours.

Your current score is shown above your character information. This number is used when you are awarded a ranking at the end of the current chapter. To boost your score, perform headshots to receive bonuses. The more you are able to make consecutively, the higher your bonus.

RETICLE

The reticle is your weapon's targeting system and directly corresponds the movement of your Wii Remote or Wii Zapper. When the reticle is moved over a target that can be shot, it changes from red and white to all red. It changes further when moved over a target's weak point by shrinking slightly and glowing brightly. There are times when you may not use your weapon. At these times, your reticle is replaced with an X symbol to indicate this change.

ITEMS

Items found in the environment are more luminescent than other objects and have a bright sheen. Money is collected automatically, but other objects, such as Archive Items, weapons, Herbs, and First Aid Spray must be collected manually. When Herbs are used, the edges of the screen glow green, which signifies the recovery.

GUNPLAY

Without weapons, you are nothing more than a food source for the zombies that roam throughout the infected locations. Knowing your weapons and how to use them is a top priority. There are a total of seven reloadable weapons that you gather throughout the game. To reload, wave the Wii Remote from side-to-side, or wave the Nunchuk when using the Wii Zapper.

The reticle for each weapon is the same, although some weapons are able to target enemy weak points more easily than others. Explore the targeting precision of each weapon to determine which to use for power and which to use for finesse. For those playing on Easy difficulty, you are able to auto lock onto targets by pressing the A Button and aiming nearby.

Changing your weaponry is crucial during important battles. Learning to balance your gunplay and knowing when it is better to switch weapons rather than reload is the difference between an experienced B.O.W. survivor and a new recruit. To switch your weapon, use the +Control Pad or Control Stick, or just the Control Stick when using the Wii Zapper. If you wish to use a weapon that wasn't assigned to your arsenal at the beginning of the chapter, open the Pause Menu by pressing the 1 Button, and then select Status. There, you may move the desired weapon into your arsenal and then return to the game.

Each gun has starting statistics that can be upgraded before and after each chapter in the Customization Menu. There are five upgradeable features: Power, Rate of Fire, Reload Speed, Capacity, and Stopping Power. Each upgrade takes a certain amount of money, which is displayed next to the upgrade. When a feature can no longer be improved, "MAX" is displayed next to the option.

KNIFE

Your combat knife is a staple survival weapon that is good for close range combat, and taking out multiple smaller enemies at once. To use your knife, hold the A Button and wave the Wii Remote, or hold the Z Button and wave the Nunchuk if using the Wii Zapper. This indispensable weapon can be slashed horizontally, vertically, or diagonally.

CONTEXT-SENSITIVE ACTIONS

At certain key points, standard shooting is just not enough. Many bosses and important incidents require precise movement. This is where context-sensitive actions come in. These quick button commands appear on screen during key moments. Pressing the directed buttons results in a successful context-sensitive action, which can be a special attack, counter, dodge, or other important movement. Missing the button commands always ends poorly and often results in a loss of health.

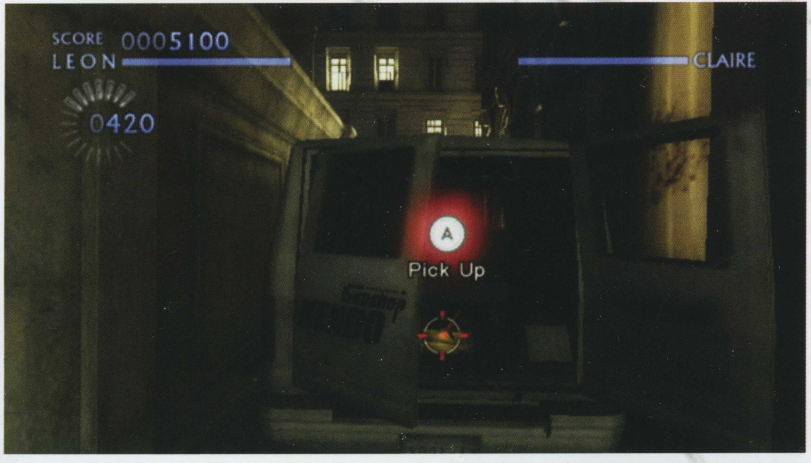
Context-sensitive actions are broken into three types: Special Actions, Action Command, and Counter. Special Actions occur in non-combat situations. They allow you to perform a special action or change your course. For example, you are occasionally presented with the choice of taking one route or another. You must use a Special Action to make your decision.

Action Commands happen during a fight—usually with a boss—and appear suddenly when an enemy is charging you or about to launch a deadly attack. Missing the on-screen buttons can be very damaging, so be careful not to miss the sudden context-sensitive action.

Counter Actions occur when a zombie grabs you. Perform the action as soon as the commands appear on screen to counter the zombie's attack. However, this move should not be relied upon completely. The more you use it, the less effective it becomes.

RANKING AND NINTENDO WI-FI CONNECTION RANKING

Surviving a zombie horde is one thing, but displaying your impressive score and receiving a high ranking for your accomplishments is another. At the end of each chapter, you are taken to the Results screen, where you receive a total rank that is based on several factors. Combined stats for the entire game can be viewed from the Main Menu, under Score. Many of these statistics are used for the Nintendo Wi-Fi Connection Rankings, which allow you to compare your statistics and scores with other players from around the globe.



EXPLORATION

There is more in the environment than meets the eye. Among the everyday objects are special items, both hidden and out in the open. Weapons, Herbs, First Aid Spray, and Archive Items are scattered throughout the environment, resting on shelves, laying against walls, or hidden in various objects. To collect items that are already out in the open, move over them with the reticle and press the A Button, or the Z Button when using the Wii Zapper.

To uncover hidden items, move your reticle around the room and look for objects that can be shot. Common objects include containers, such as boxes and jars, art, such as paintings and photographs, and statues. Shoot the object and then collect any revealed item. Exploration is especially important for revealing key Archive Items, which further immerse you in the Resident Evil universe. To visit any Archive Items collected, select Archive from the Main Menu.

ITEMS & INVENTORY

Items found in the field have various purposes, all of which are crucial to your survival. Health items keep you alive at least a bit longer, securing another chance to see the next day. Archive Items help you learn the truth behind each event, with descriptions of zombies, detailed research reports, insightful personal accounts, and more. Some Archive Items are given to you upon the completion of a chapter, while others are awarded to those who find hidden Archive icons.

1. HEALING ITEMS

Healing items are paramount for survival. Nothing beats the saving power of First Aid Spray. This rejuvenating healing aerosol is designed to fully revitalize those in the clutches of death. Once in your inventory, First Aid Sprays are automatically used when your health reaches zero. In addition, the healing power of Herbs is unmatched. They can be instantly activated during gameplay by pressing the + Button and restore approximately 50% of your health. Herbs can also be used to heal a partner after accessing them through the Pause Menu.

2. CHARACTERS

These files reveal in-depth histories on the characters encountered on your journey. Everything from main players to low-ranking subordinates is available. Reading these archives gives you a better understanding of both friends and foes.

3. ENEMIES

Zombie targets and infected beings are all collected here, with over 60 enemies in total. Review enemy information carefully, as it may contain tips or advice you can use.

4. ITEMS

These files contain details on key items you have encountered in the many environments. The information depicted here gives a valuable glimpse at the history, use, and/or importance of the featured item.

5. TEXT

The reports, personal documents, and confidential files found throughout the game are stored here. These writings allow you to gain a greater understanding of the happenings of each chronicle.

6. MOVIES

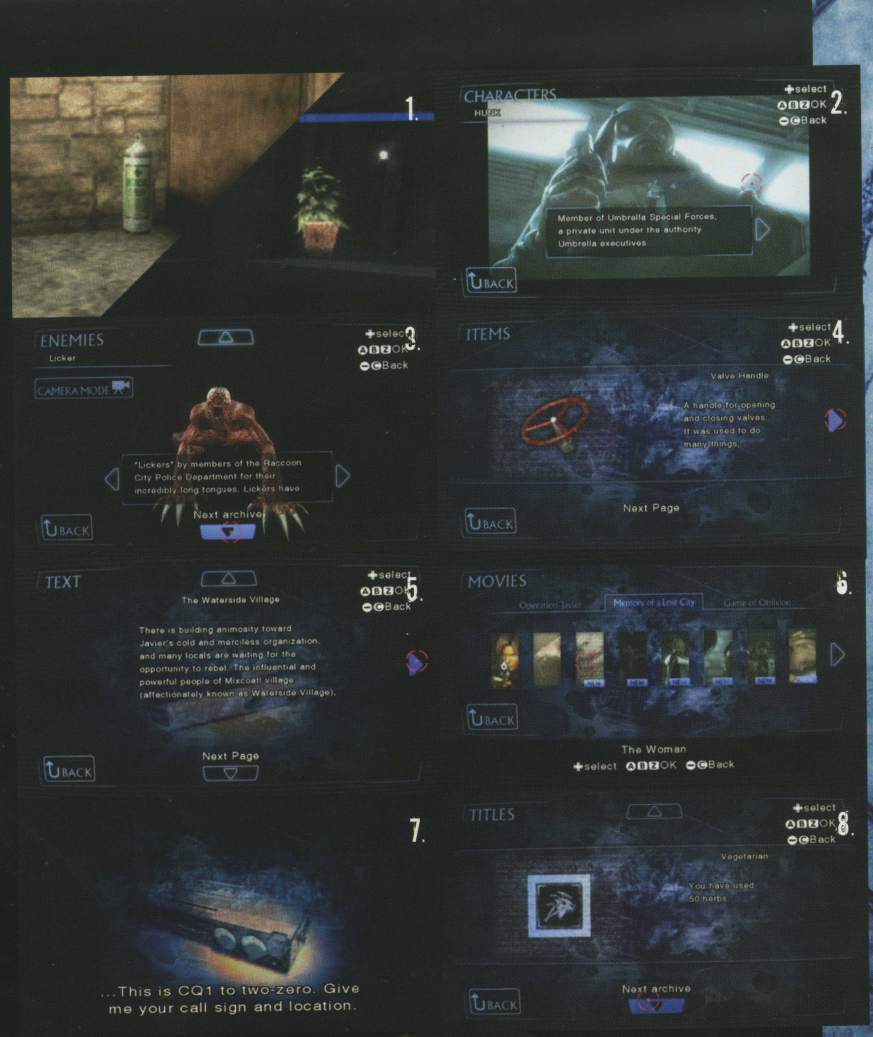
Relive the cutscene movies you have encountered, and fully enjoy the new cinematics for Resident Evil: The Darkside Chronicles.

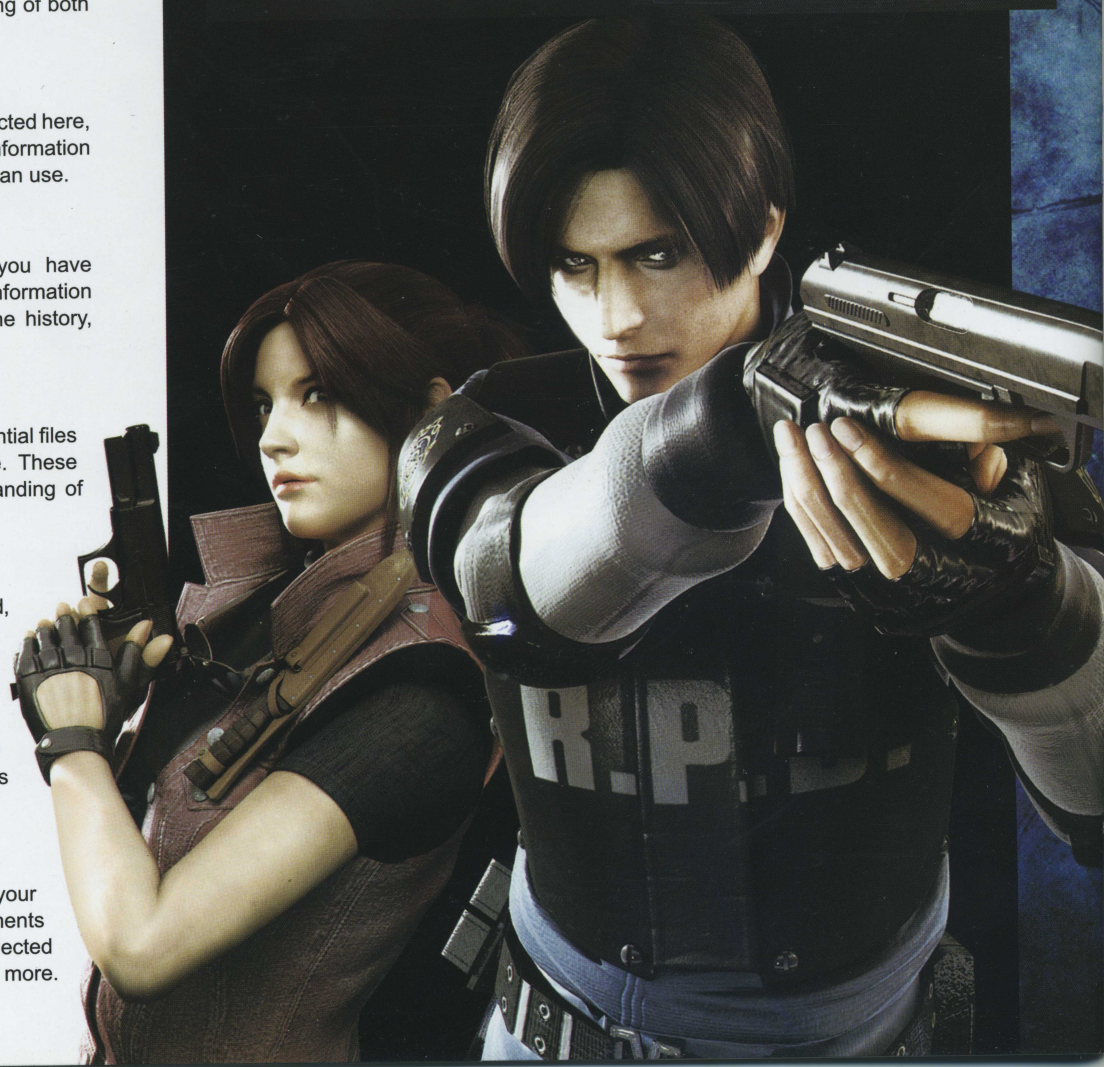
7. VOICE

Listen to the voice files you have obtained within the game. Review them for any details you may have previously missed.

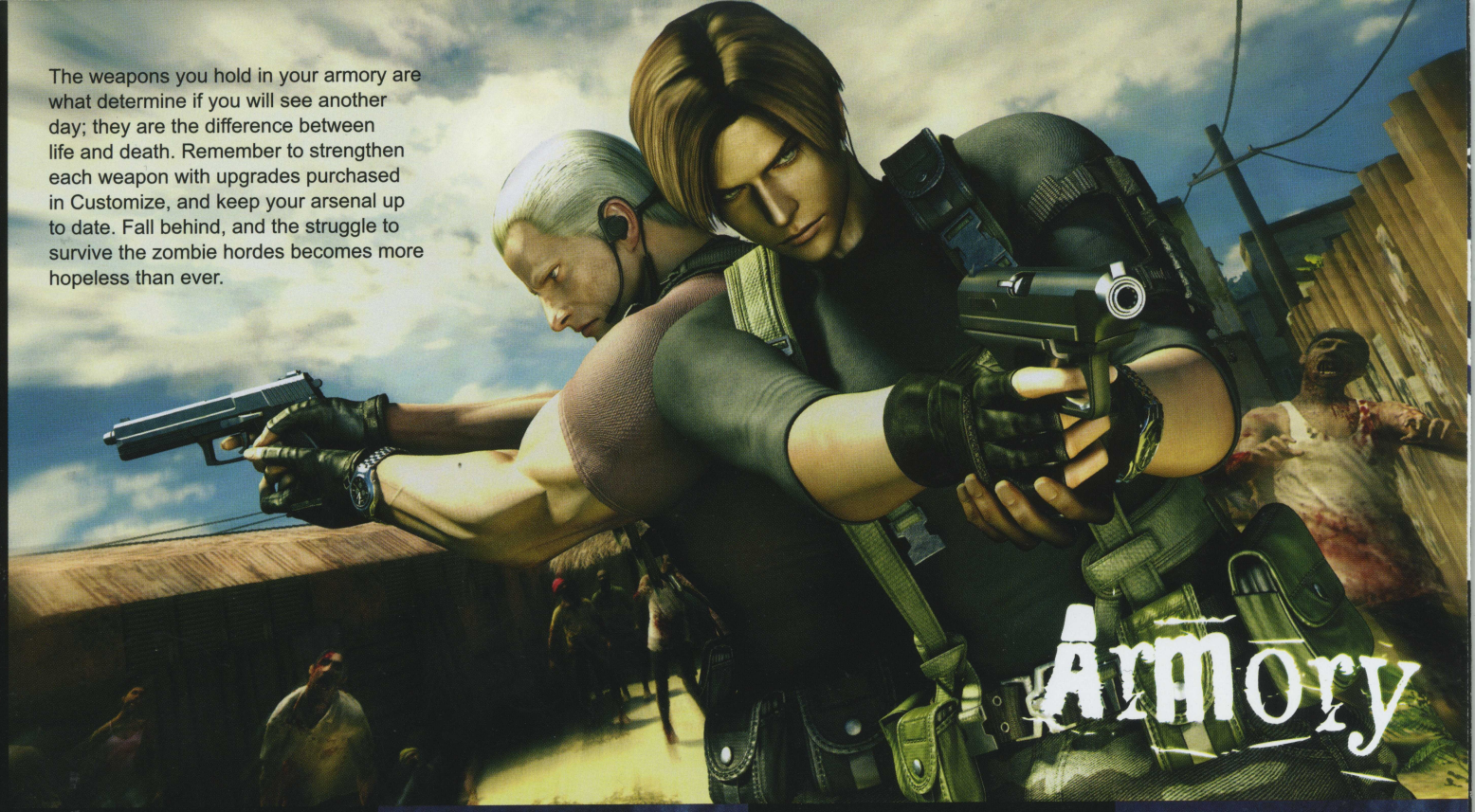
8. TITLES

Here, the titles you have earned from your gameplay are collected. These achievements range from the amount of gold you have collected to the number of zombies you have killed and more.


1.
CHARACTERS
2.
Member of Umbrella Special Forces, a private unit under the authority Umbrella executives.
ENEMIES
Licker
3.
CAMERA MODE
"Lickers" by members of the Raccoon City Police Department for their incredibly long tongues. Lickers have
Next archive
ITEMS
4.
Valve Handle
A handle for opening and closing valves. It was used to do many things.
Next Page
TEXT
The Waterside Village
5.
There is building animosity toward Javier's cold and merciless organization, and many locals are waiting for the opportunity to rebel. The influential and powerful people of Mixcoatl village (affectionately known as Waterside Village).
Next Page
MOVIES
6.
Operatics Javier
Memory of a Lost City
Game of Oblivion
The Woman
7.
...This is CQ1 to two-zero. Give me your call sign and location.
TITLES
8.
Vegetarian
You have used 50 herbs
Next archive



The weapons you hold in your armory are what determine if you will see another day; they are the difference between life and death. Remember to strengthen each weapon with upgrades purchased in Customize, and keep your arsenal up to date. Fall behind, and the struggle to survive the zombie hordes becomes more hopeless than ever.



Armory

HANDGUN

STARTING STATISTICS
POWER: D
RATE OF FIRE: B
RELOAD SPEED: B
CAPACITY: B
AMMO: S
STOPPING POWER: D

This small weapon should not be judged by its appearance. It has a low power rating, but it is the gun of choice for headshots. The handgun is also the weapon to use when you want to conserve ammo. Its unlimited supply of munitions is very handy when targeting items in the environment.

SHOTGUN

STARTING STATISTICS
POWER: C
RATE OF FIRE: A+
RELOAD SPEED: C
CAPACITY: A
AMMO: B
STOPPING POWER: C

The iconic shotgun is a must-have in the fight for survival against zombies. This weapon's powerful blasts can rip through rotting flesh with extreme efficiency; removing mid-sized zombies in one hit. The shotgun is most effective at close range.

MAGNUM

STARTING STATISTICS
POWER: A
RATE OF FIRE: C
RELOAD SPEED: C
CAPACITY: C
AMMO: C
STOPPING POWER: D

The Magnum has excellent firepower but carries very few rounds. It is seen less often in the field, so ammo is more difficult to come by. For its power, the stopping capabilities are surprisingly low; be sure to balance this weapon with one containing more stopping power, such as the shotgun.

GRENADE LAUNCHER

STARTING STATISTICS
POWER: A
RATE OF FIRE: C
RELOAD SPEED: C
CAPACITY: D+
AMMO: B
STOPPING POWER: A

The grenade launcher fires explosive munitions that follow a parabolic arch. It is very effective at securing narrow spaces lined with zombies, and can remove a cluster of smaller targets with one blast.

SUBMACHINE GUN

STARTING STATISTICS
POWER: C
RATE OF FIRE: A+
RELOAD SPEED: C
CAPACITY: A
AMMO: B
STOPPING POWER: C

The rapid fire released from the submachine gun is perfect for sweeping fire across targets while on the run, and is especially effective when you must quickly target small zombies. The damage dealt from each bullet is not high, but together the stream of fire is effective.

BOWGUN

STARTING STATISTICS
POWER: C
RATE OF FIRE: A
RELOAD SPEED: B
CAPACITY: B
AMMO: B
STOPPING POWER: C

The bowgun's high-speed rapid-fire arrows penetrate zombie targets and remain in their flesh, decorating their hides. This weapon is a typical favorite among many Resident Evil fans.

ROCKET LAUNCHER

STARTING STATISTICS
POWER: A+
RATE OF FIRE: D
RELOAD SPEED: D
CAPACITY: D
AMMO: C
STOPPING POWER: S

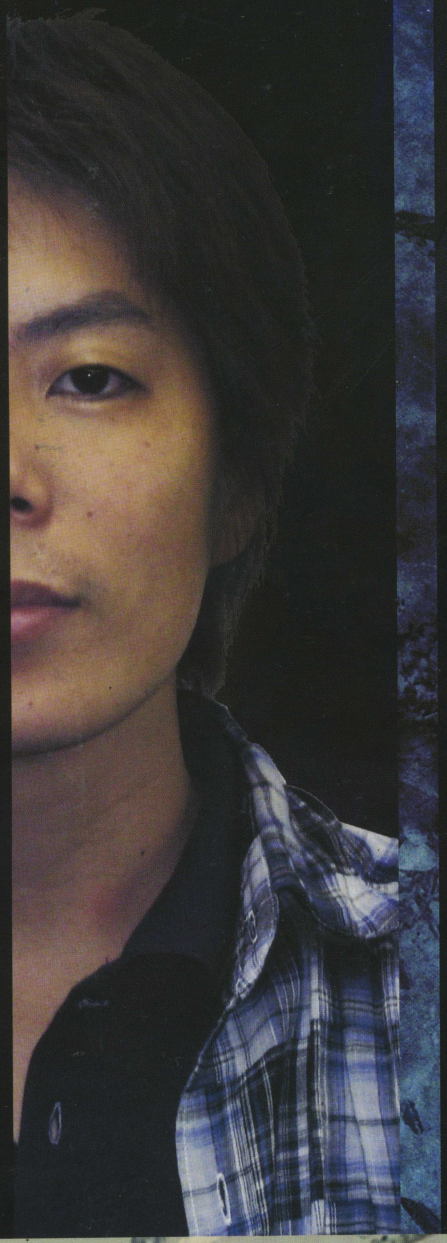
There isn't much stronger than the rocket launcher. However, it is slow to reload. Although the power of this weapon can be addicting, it should be used sparingly. Some zombies can only be defeated with this impressive weapon.

GRENADE

STARTING STATISTICS
POWER: B+
RATE OF FIRE: D
RELOAD SPEED: D
CAPACITY: D
AMMO: S
STOPPING POWER: B

Grenades are powerful explosive devices that can be used in succession. Their damage radius is fairly high, and several zombie targets can be removed with one explosion.

Masachika Kawata:
Creating the Darkside Chronicles



Q. Resident Evil: The Darkside Chronicles focuses primarily on the stories of Leon S. Kennedy and Claire Redfield prior to Resident Evil 4. What made you decided to choose these parts of the Resident Evil story?

A. These protagonists are really popular among the fans. There was an initial idea of incorporating new episodes that we weren't able to feature in Umbrella Chronicles, but the storylines for Resident Evil 2 and Code Veronica are really great and received a lot of positive feedback from the users. That being said, when the plan for the sequel to Umbrella Chronicles came up, we all knew that Leon and Claire were going to be the stars of the show.

Q. A completely new story is revealed with Operation Javier, which focuses on Leon and Jack Krauser's first mission. What was the inspiration behind this new story? What was your reasoning for including this experience?

A. When first considering the "darkside" theme, I discussed with the development team the idea of digging deep inside the human mind throughout the storyline. For example, the game starts in a society where violence has conquered the human mind. Although the story is much more in-depth then what I can tell you now, you will see the darkest sides of many of the characters come out while playing the game.

Q. Of the chronicles presented in Resident Evil: The Darkside Chronicles, do you have a personal favorite?

A. I feel emotionally connected to all three so it's pretty difficult for me to name a favorite–all three are my favorites!

Q. In order to create a new gaming experience, some of the gameplay and cut scenes for the Resident Evil 2 and Resident Evil Code: Veronica sections of the game have been reworked and updated for Resident Evil: The Darkside Chronicles. How was your experience reimaging these classic games?

A. In terms of workload, it's pretty much the same as making a game from scratch. The graphics are new and the staff that was part of the original production composed the music. We also used live orchestra recordings this time. In terms of the team and everyone getting on the same page and understanding the direction of the product, we were able to do this pretty quickly. The staff are dedicated Resident Evil fans, so although the production was challenging at times, we had a lot of fun along the way!

Q. The camera movement in Resident Evil: The Darkside Chronicles realistically mimics the motion of the character's vision. How was this able to be achieved?

A. We actually used a camera in order to mimic the motion and create a more realistic experience. The staff worked on the animation from that point. We considered incorporating a tool that would generate camera shake motion. But in the end, the animator put a lot of time and effort to working on each of them one by one to make the effect more realistic.

Q. In the game's Archive Items, there are over 60 different enemies profiles you can collect. Of all of these enemies, which are your favorites?

A. Personally, I like Zombies more than B.O.W. I guess everyone loves Zombies…(laughs)

Q. The weaponry can be extensively customized and is impressively varied. In turn, the recovery items are simplified. What was the thought process behind the deep weapon customization and the simplified recovery items?

A. It was a natural step for the development of the series. I also had to consider balancing the characteristic of the game with simple and convenient controls on the Wii. I think it all came out pretty well in the end.

Q. Of all of the weapons available in Resident Evil: The Darkside Chronicles, which is your weapon of choice?

A. I love the rocket launcher you use at the end of Memory of a Lost City. It feels so good when you shoot. Also, it's fun to fill enemies with all the bolts from the bowgun. But ultimately, the handgun might be the best, since you can aim at the enemies' heads directly for a headshot.

Q. Context-sensitive actions are an important part of combat, especially during boss fights. What was your reasoning behind the inclusion and importance of context-sensitive actions?

A. It was the same concept we used when working on Umbrella. Our goal was to build a simple and accessible gameplay system but not a simple game. In that sense, I think the game contains a lot of elements to enjoy. I hope you'll like it.